BBM::Vector2< float >

+ x
+ y

+ Vector2()
+ Vector2()
+ ~Vector2()
+ operator==()
+ operator!=()
+ operator+=()
+ operator+()
+ operator-=()
+ operator-()
+ operator*=()
and 13 more...

+_roundedPlayer
+_player

BBM::LuaMap

+ _map
+ _danger
+ _enemies
+ currRadius
- _dirs

+ LuaMap()
+ ~LuaMap()
+ clearDanger()
+ setDanger()
+ setPlayer()
+ pathfind()
+ findSafeSpace()
+ getMap()
+ getDanger()
+ getPath()
+ getPlayer()
+ getPlayerRound()
+ getClosestSafeSpace()
+ getDangerLevelPlayer()
+ getDangerLevel()
+ getBlockType()
+ canPutBomb()
+ getRadius()
+ getEnemies()
+ getEnemiesRound()
- fillPath()
- getNeighbors()